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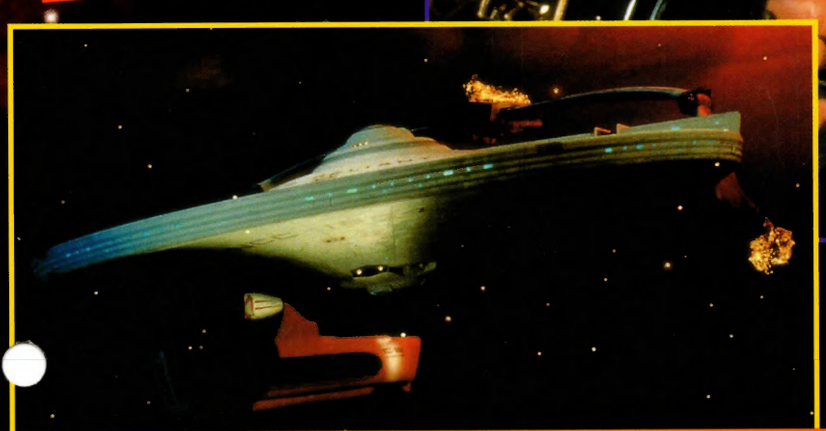

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**Montgomery Scott: Murderer**
*Scotty must prove his innocence*

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*Taking over the Gamma Quadrant*

**The Beta XII-A Entity**
*Feeding off fear and hatred*

**MIRANDA-Class Design Variants**
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# The Guide to the STAR TREK Galaxy

FILE 3 CARD 3X

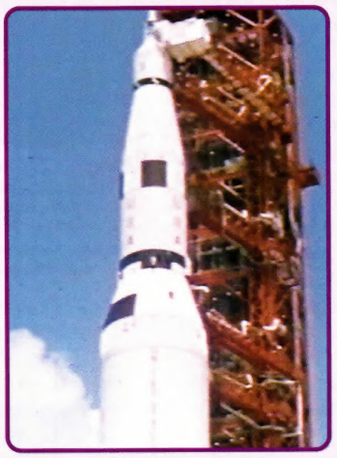
CHARTING THE GALAXY

# ALPHA QUADRANT

CHARTING THE GALAXY

## OMICRON IV — CLASS-M PLANET

This planet's indigenous life was almost wiped out by nuclear weapons. There was an arms race, similar to 20th century Earth's, where suborbital platforms with multi-warhead capacity were implemented. Computer analysis by **Gary Seven** confirms that the potential situation on Earth in 1968 is similar to that of **Omicron IV** should mankind proceed to launch their nuclear weapons into space.

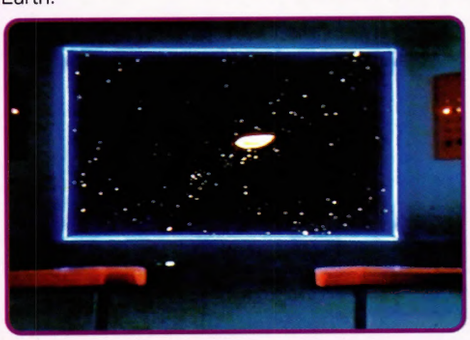


***The future of Earth could mirror the destruction of Omicron IV if nuclear sub-orbital platforms are launched.***

## OPHIUCUS III — CLASS-M PLANET

**Ophiucus III** is the original destination planet for inter-galactic trader and conman **Harcourt Fenton Mudd** and his 'cargo' of women. In 2266, Mudd's latest scam is to deliver the women to become the wives of settlers on the planet. This practice is an old idea that can be traced back to 19th-century Earth.

***Mudd and his cargo of wives, Eve McHuron, Ruth Bonaventure and Magda Kovacs, do not make it to Ophiucus III. They are rescued en route when Mudd's ship is destroyed.***



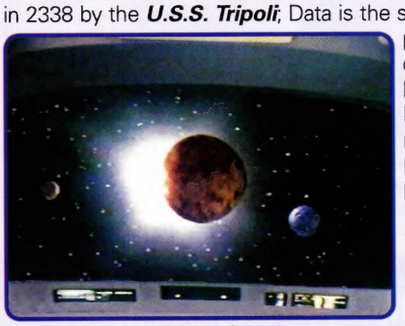
***The ship containing Harry Mudd and three women is caught in an asteroid field on its way to Ophiucus III. Mudd is on the run as there are numerous warrants for his arrest, and he does not take the rescue kindly.***

## OMICRON THETA — CLASS-M PLANET

A planet with a **Federation** colony dedicated to scientific study, but also a farming community. From space, **Omicron Theta** appears brown in color, perhaps signifying its current lifeless status. Rocky outcroppings, caves, and dead plant life characterize the planet surface. Omicron Theta was also home to Earth's foremost robotic scientist, the reclusive **Dr. Noonien Soong,** who operated out of a sophisticated secret underground laboratory; it was here that he performed some of his most groundbreaking research and developments in establishing a working positronic brain.

***An away team to Omicron Theta discover a dead world without even simple bacteria or insects.***

The community on Omicron Theta was wiped out in 2336 by a spacefaring creature later identified as the **Crystalline Entity**. This life form strips all organic life from planet surfaces and is responsible for wiping out life on several planets in the **Alpha Quadrant**. **Starfleet** officer **Data** was originally found on this planet in 2338 by the ***U.S.S. Tripoli***; Data is the successor to **Lore**, a prototype who was disassembled by Soong because he was unstable. Data is a successful model, and contains the knowledge accumulated by the former colonists.



***The U.S.S. ENTERPRISE visits Data's planet in an attempt to learn more about him.***

## ORELIOUS IX — CLASS-M PLANET

This once thriving planet is now lifeless. It was reduced to floating debris after a devastating battle between the **Menthars** and the **Promellians** 1,000 years ago; neither side anticipated their mutual annihilation. In 2366, during a survey by the ***U.S.S. Enterprise NCC-1701-D***, it is noted that the destruction was all the more remarkable considering the primitive weapons of the period. All that remains is an asteroid field, one ***Promellian Battle Cruiser*** with a **Lang cycle fusion engine**, and a dangerous amount of **aceton assimilators**.

***The debris of Orelious IX surrounds the Promellian vessel. The area remains dangerous.***

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# ALPHA QUADRANT

CHARTING THE GALAXY

## ORELLIUS — CLASS-M PLANET

This lush and beautiful **Class-M** planet is located in the secluded **Orellius Minor** system. Far from any major trade routes, the planet is originally surveyed by a scientist, **Alixus**, who engineers a fake emergency landing on the planet by the **Federation** transport ship, ***Santa Maria***. Her intention is to set up what she feels is an ideal community where people can get in touch with their real selves and find out more about their human potential. For 10 years the crew of the *Santa Maria* live here undetected and in reasonable harmony. When **Commander Sisko** and **Chief O'Brien** are forced to land there in 2370, they find a rather subdued community resigned to their fate, although still curious about the goings-on in the rest of the Galaxy. Forested areas and marshlands characterize the surface of Orellius, and many of the indigenous plants and herbs are used for medicinal purposes. The **low level duonetic field** on the planet was a deceptive ploy developed by Alixus as a means of appearing to cause the natural failure of all technological instruments such as ship equipment, **phasers**, and **tricorders** on the planet.

***Orellius offers plenty for the hardworking settlers. They do not realize at the time that being stranded on this world was engineered by Alixus as a way of returning to nature.***

## ORIAS III — CLASS-M PLANET

Located in **Cardassian** space as part of the **Orias** system, **Orias III** was originally thought to be uninhabited. The planet is, however, under the direct control of the Cardassian **Obsidian Order**. In 2371, it is believed the Obsidian Order may have been operating covertly on the planet.

***Enabran Tain, head of the Cardassian Obsidian Order, orders the construction of a secret fleet of ships on Orias III.***

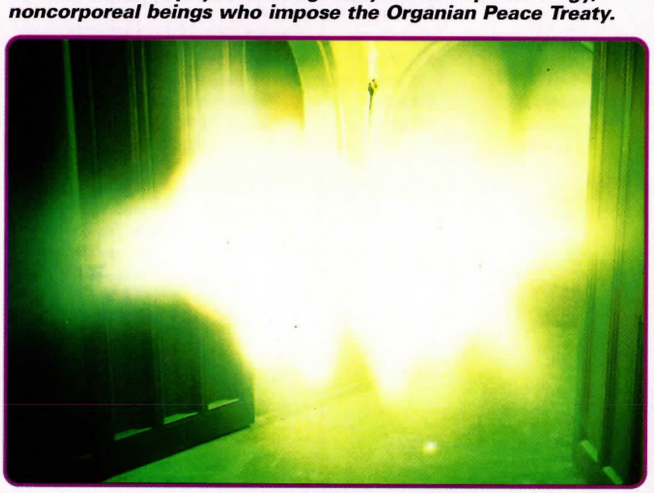
## ORGANIA — CLASS-M PLANET

The location of **Organia** makes it a strategic point in the Galaxy. Both the **United Federation of Planets** and the **Klingon Empire** take an interest in its future. The Federation wants to develop and modernize the planet; the Klingons would like to use it for more devious purposes. Federation records indicate that the Organians are a friendly, peaceful, but very primitive humanoid species; the planet is recorded to have undergone no apparent development for tens of thousands of years. However, the reality is quite different – Organia is actually home to a race of advanced and powerful life forms. These noncorporeal beings establish a treaty stating that they will not tolerate hostilities between the Federation and the Klingon Empire. The treaty also states that disputed planets will go to the side that can show the best development potential.

***Organia looks like an old walled city where people wear simple clothes and there is no real technology visible. This deception is engineered by the Organians, who want peace between the Klingons and the Federation.***

***The Organians at first take on human form and act rather simplistically. Analysis of the planet shows that, as a people, they have advanced very little in thousands of years, which is almost unheard of in most humanoid societies. The deception works until they reveal their real selves.***

***Millions of years ago, the Organians evolved beyond the limits of physical being. They are now pure-energy, noncorporeal beings who impose the Organian Peace Treaty.***



# The Guide to the STAR TREK Galaxy

FILE 16 CARD 2A

THE DOMINION

# THE FOUNDERS' HISTORY

THE DOMINION

**The shapeshifting Founders maintain that they had peaceful origins, but for the last 2,000 years they have controlled large parts of the Gamma Quadrant through the oppressive Dominion.**

There are legends of a very, very old empire ruling the entire **Gamma Quadrant**. They are said to have had an extremely advanced technology, including transporters, replicators and mind-probing devices. It is whispered that this empire was ruled by Changelings, and all the tales and stories about Changelings can be traced back to this time.

We do know that Changelings have existed for thousands of years in the Gamma Quadrant. There are verified tales about them from the distant past. **Federation** archeological expeditions into the Quadrant have uncovered proof that Changeling life forms once lived on many planets in that region.

More than 2,000 years ago in the Gamma Quadrant, a race of Changelings became curious about other worlds and civilizations. Eager to learn, they ventured out into space, hoping to expand their knowledge of the Universe.

## Learning and exploring

During these ancient times, the Changelings were explorers. They had hoped to learn and to co-exist peacefully with the thousands of other races in the Galaxy, but they were blocked at every turn.

The people that the Changelings met were frightened by their shape-shifting abilities. These 'Solids' realized that the Changelings could easily destroy their lives and worlds. The Solids gave them the name 'Changeling'; they meant it as an insult, but in defiance the Changelings adopted it as their own name.

Over the following years, the Changelings were hunted down, beaten and killed by the Solids. Sickened by the actions of other civilizations, the Changelings ceased their quest for knowledge, and began a new quest – to find a new home where they would be safe.

Eventually, they discovered a small planet hidden inside a nebula.

**Individual and united**

***In their natural state, the founders are liquid; however, they can adopt any form they like. For their dealings with the Alpha Quadrant they have modeled their appearance on Odo's humanoid form.***

And there, secure in their isolation, the Changelings initiated a plan which would not only protect them from the Solids forever, but which would also impose order on a huge region of space.

In 2370, the Founders' homeworld is **Omaria**, a **Class-M** planet in the **Omarian Nebula**. It is a rogue world, and there is no nearby star. By 2371, the Founders have relocated to another planet, which resembles Omaria; as yet, the Federation knows neither its name nor location.

## The Great Link

Changelings live together in what they call the 'Great Link'. It is the very foundation of their society; it is a merging of form and thought, and a sharing of ideas and sensation. However, it must not be mistaken for a hive mind, like the **Borg collective**.

The Changelings seem to have taken some pleasure in sculpting objects. Their gardens and artifacts are found on their homeworlds and in other parts of the Quadrant. The form and design of their structures is clean and austere.

In their secret worlds, the Changelings were left alone for a long time, perhaps a millennium. However, the Changelings

## THE GREAT LINK

### Becoming one

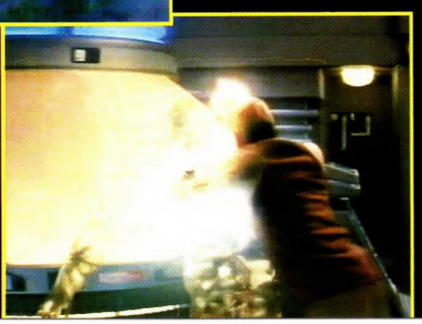
**Unlike other races, the Founders can take advantage of their liquid states and their ability to change shape to physically merge with one another. They describe this united state as the Great Link, at least in part because it can be used to join all the Founders in one huge sentient sea.**

**It is not clear exactly what happens when a Founder is part of the Great Link. Each member clearly retains a large measure of individuality – there is no evidence that the Link can act as one being. The experience is very intimate; when Odo, the Changeling security chief on *Deep Space Nine*, is reunited with his people and experiences the Great Link for the first time, he reports that it resembles a sexual encounter.**

**One Founder cannot force the Link on another, but the Founders can disrupt one another's ability to hold a shape.**

***The Founders are not restricted to limited physical contact. Their ability to change shape and their liquid nature allow them to form the Great Link.***

***When the Founders join in the Great Link on their homeworld, their bodies literally merge. The experience is deeply intimate.***



***Perhaps because of the Great Link, the Founders are a remarkably unified race. In fact, until Odo kills one of the Founders on the U.S.S. DEFIANT, no Changeling has ever harmed another.***

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## GALAXY FACTS

- **The Founders tell Odo that he has returned to Omaria far earlier than they had anticipated. It is not clear how long a Changeling's infancy normally lasts.**
- **Founders normally travel alone, and are not usually involved in day-to-day Dominion operations; these are run by the Vorta.**

# The Guide to the STAR TREK Galaxy

**FILE 16** **CARD 2A**

# THE FOUNDERS' HISTORY

***When a Founder dies it returns to its natural form, but is noticeably darker than it was before. At the moment of death it turns into a substance which resembles ash.***

***If a Founder is separated from its fellows, as Odo was, it seems to have no innate need to change shape. But it will respond to various stimuli and to vocal encouragement.***

***The Founders exist both as individuals and as parts of the Great Link. When a Founder leaves the Link, it takes on an individual form and separates itself from the greater whole.***

***The Founders can use the Great Link to affect the physical condition of a member of their race. It obviously has healing properties, but it is also used to remove, or at least suppress, Odo's abilities.***

did not refrain from exploring other cultures; they sent out more than 100 infants, genetically implanting in them the urge to return to Omaria – to return to the 'Great Link' and to share the knowledge they had gained.

Then, many years ago, the Changelings, perhaps fearful that they would be discovered again, renamed themselves **Founders** and started to build the **Dominion**, setting for themselves "the task of imposing order on a chaotic universe."

Over the last millennium, the Dominion has grown to a vast interstellar dictatorship which now occupies most of the Gamma Quadrant. It is a mix of several races, each having their own history. Some of the worlds within this dictatorship have heard myths about the Founders, the rulers of the Dominion, but few know that the Founders are the Changelings.

## Ruthless warriors

Because they are not warriors themselves, the Founders created the **Jem'Hadar**. Thanks to genetic programming, the Jem'Hadar consider the Founders to be gods that they must serve and die for if necessary.

Although the Dominion has the means to force worlds to join, it will usually attempt some sort of negotiation first. This is where the **Vorta** come in. The Vorta are the 'middlemen'; it is their job to negotiate with external worlds which may have something useful to offer the Dominion, as well as dealing with existing members when necessary.

When negotiation fails, as in the case of the inhabitants of the **Teplan** system, the Jem'Hadar are sent in to destroy their world. Later, the Founders use biological warfare, infecting the entire population with an incurable disease.

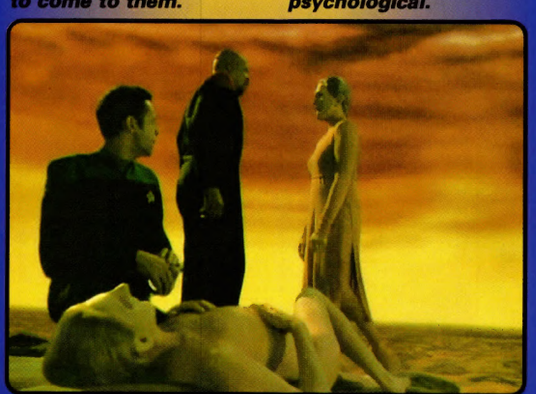
In 2369, **Commander Benjamin Sisko** of ***Deep Space Nine*** in the **Alpha Quadrant** discovers a stable wormhole in the **Bajoran** star system that leads into the Gamma Quadrant. Soon, Alpha Quadrant ships are traveling between the two quadrants on a regular basis, often unintentionally violating Dominion space while we seek a better understanding of their race. When the Founders discover that the **United Federation of Planets** encourages starships to enter the Gamma Quadrant through the wormhole, they order the Jem'Hadar to put a stop to the incursions and, concerned by this new threat to their security, have set out to control the Alpha Quadrant, by forceful means if negotiation fails.

We might consider the Founders evil, but they see themselves as guardians of order. And they look upon the Solids as something less than sophisticated – a species to be tamed and domesticated.

## Odo's exile

***Odo is the only Changeling ever to kill one of his own kind. The Founders are able to affect his shapeshifting ability over some distance, and force him to come to them.***

***The Founders punish Odo by removing his ability to change shape. It is not clear how far the change is physical and how far it is psychological.***



# BETA XII-A ENTITY

OTHER GROUPS AND RACES

**The Beta XII-A entity is a powerful life form which subsists on violent emotions such as hatred. It uses its psychokinetic abilities to generate conflict so that it can feed itself.**

***The Beta XII-A entity feeds on negative emotions. It has abilities that enable it to generate conflict; these become more powerful as it absorbs energy.***

The **Beta XII-A entity** is a noncorporeal life form with extremely powerful psychokinetic and mind-altering abilities. The name given to it by the **Federation** is drawn from the planet **Beta XII-A**, where it is encountered by the crew of the ***U.S.S. Enterprise NCC-1701*** in 2268.

The entity appears as a multicolored collection of lights. It varies in size, but is generally seen as approximately a meter in diameter. The entity does not require a breathable atmosphere to survive, and can exist in the void of space.

The presence of the entity is not immediately obvious on a standard **tricorder** scan. But when it has absorbed a certain level of energy, it can be detected by shipboard sensors and by a suitably adjusted tricorder.

The entity feeds on violent emotions such as hatred and anger, and it has various abilities which allow it to generate these feelings in other life forms. It can cause extreme short-temperedness in humanoids, and can increase basic violent emotions such as bigotry and lust.

## Violent influence

In some cases, the entity can induce a state of paranoid mania, in which the affected individual becomes almost completely irrational. It also has the ability to generate false memories, which can be quite detailed. In 2268, it convinces **Pavel Chekov**, who is an only child, that **Klingons** killed his imaginary brother **Piotr**. It seems that it can also generate **subspace** messages which exactly duplicate those sent by **Federation** and **Klingon** colonies. The entity can also block subspace transmissions.

The entity has the ability to transport itself across thousands of miles. Because it is noncorporeal, it can pass through solid

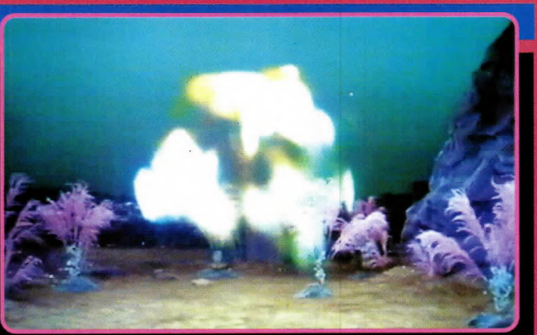
## ETERNAL CONFLICT

### Feeding on violence

**The Beta XII-A entity is one of a small group of life forms which owe their existence to negative emotion; others include Redjac, which probably originated on Earth, and Armus. This kind of life form is normally noncorporeal, and it seems they can often exist in space. At least some of them are extremely intelligent.**

**The Beta XII-A entity uses a sophisticated plot to draw the crews of the *U.S.S. ENTERPRISE* and a *KLINGON BATTLE CRUISER* to Beta XII-A, and then manipulates their actions, causing them to fight one another. The Starfleet officers and Klingon warriors provide the entity with exactly the kind of violent emotions that it needs.**

**The Beta XII-A entity has much more powerful abilities than have been demonstrated by other creatures that feed on emotions. Its ability to transmute matter and to heal humanoids extremely quickly are particularly unusual. Few other life forms can achieve this kind of result without the use of advanced equipment.**



***The entity lures the U.S.S. ENTERPRISE and Kang's BATTLE CRUISER to Beta XII-A by generating false subspace messages, which appear to be from colonists on the planet. It then damages Kang's ship and takes control of the ENTERPRISE.***

***The entity converts all the weapons in the U.S.S. ENTERPRISE's armory into swords. This ensures the conflict will be violent.***

***The entity heightens violent feelings, ensuring that its captives fight one another. It is repelled by peaceful emotions and good humor.***

**OTHER CARDS IN THIS FILE...**

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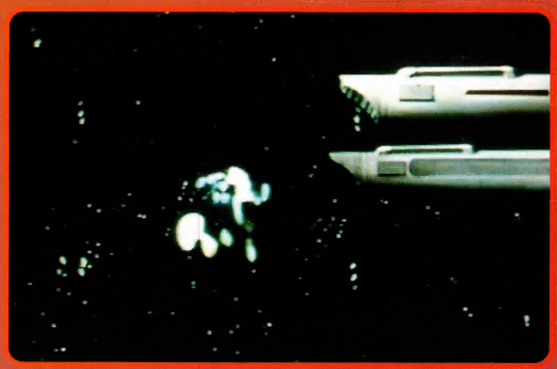
OTHER GROUPS AND RACES

# BETA XII-A ENTITY

OTHER GROUPS AND RACES

***The entity can survive in a vacuum. When it becomes clear that it will no longer be able to feed on the emotions of the Starfleet/ Klingon forces, it leaves the U.S.S. ENTERPRISE and drifts through space.***



***Klingons and humans have a long history of conflict, but under normal circumstances, neither race is unthinkingly aggressive. Under the entity's influence, violent emotions are increased, making a truce unlikely.***

## GALAXY FACTS

- **Kang already knows Kirk before their encounter on Beta XII-A.**
- **Pavel Chekov believes that his imaginary brother Piotr was killed by Klingons on the Archanis IV research outpost.**
- **Even Mr. Spock admits to being affected by the entity. When Scotty insults him, he feels a flash of racial hatred.**

***The entity has a powerful effect on Chekov, who becomes obsessively violent and develops a form of paranoid mania.***

matter. Its psychokinetic abilities enable it to cause explosions and radiation leaks and to take control of ship's systems. These abilities function over considerable distances, and the entity can affect a vessel that is hundreds of miles away.

## Matter control

Most unusually, the entity has the power to instantaneously transmute matter. This enables it to turn advanced weapons such as **phasers** into swords. A similar ability allows it to cure seriously wounded humanoids, massively accelerating cell regeneration. It can even heal otherwise fatal wounds, but insufficient evidence exists to determine how it would deal with a dismembered individual.

In the presence of the violent emotions on which it feeds, the entity glows a deep red and quickly grows larger as its life energy level increases.

The entity exhibits intelligence and purpose, and executes a well orchestrated plan to lure both the *U.S.S. Enterprise* and a Klingon warship to Beta XII-A, where it conspires to bring both crews together on one vessel.

The entity's purpose is to keep a group of about 80 humanoids captive and ensure that they are in constant and violent conflict. Under these circumstances, its captives generate the violent emotions on which the entity feeds.

When the Klingon vessel enters orbit around Beta XII-A, the entity causes a number of shipboard explosions, setting the ship adrift and killing more than 300 crew members. This forces **Captain Kirk** to bring **Kang**, the Klingon commander, and his crew onto the *Enterprise*.

The entity then uses its abilities to manipulate both crews and the environment in which they exist to maintain a constant state of violence. It traps most of Kirk's crew on the lower decks of the *Enterprise* and takes control of the ship's systems, setting a course toward the edge of the Galaxy.

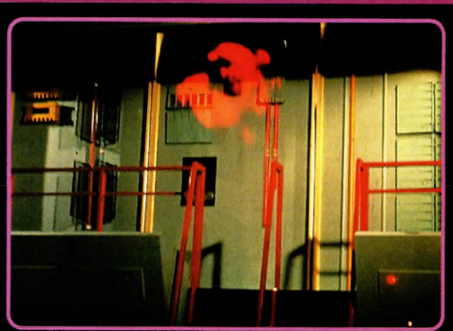
## Conflict encouraged

It fuels the inevitable conflict between the Klingons and the **Starfleet** personnel by amplifying the basic hostilities, race hatred, and ideologies of both groups. Through the power of instantaneous transmutation of matter, the entity changes all the weapons on the *Enterprise* and several other objects into swords to ensure that the conflict is as violent as possible.

There is only one way for the victims of the entity to rid themselves of that which "supports their battle yet starves their victory", as Kang puts it. The cessation of violence aboard the ship weakens the Beta XII-A creature; joyfulness weakens it further, and the combined laughter of the *Enterprise* and Klingon crews sends it on its way.

## EMOTIONAL RESPONSE

***The entity contrives to create a situation where the Starfleet crew and the Klingons are evenly matched. During the conflict it seeks out the most violent areas, where it absorbs all the negative emotions.***



***While it is feeding on violent emotions, the entity changes color. In its unnourished state it is pale yellow and blue, but as its energy level increases it becomes red. In this state, it generates enough light to illuminate a room.***

***The entity changes color as soon as hostilities cease. Spock realizes that it will be repelled by "good humor", and Kirk and Kang's combined laughter soon forces the malevolent life form to leave the ENTERPRISE.***

# STARFLEET ACADEMY PROCEDURES

# LEGAL PROCEDURES: 23RD CENTURY

**The United Federation of Planets operates a system of law which protects all its citizens, ensuring anyone who is accused of a crime is given a fair trial.**

**Federation** interstellar law, also known as space law, is based on several important historical documents and legal systems. These include the Code of Hammurabi, which was established in the 18th century B.C.E. on Earth, and Roman law, first codified on Earth by Justinian in 529. Under Federation law, the accused is innocent until proven guilty. Several guarantees are enshrined in the **Constitution of the United Federation of Planets**, which was drawn up in 2161; all Federation citizens are guaranteed a fair trial, in which they are given the opportunity to defend themselves, and the seventh guarantee prevents individuals from being forced to give self-incriminating evidence. The **Statutes of Alpha III** and the **Fundamental Declarations of the Martian Colonies** ensure that the accused has the right to face his or her accuser. The law is based on precedent, and each verdict serves to clarify and solidify the legal situation. Thus, once a court makes a specific ruling it applies in all relevant cases.

## Jurisdiction

Under the **Prime Directive**, **Starfleet** recognizes the jurisdiction of local administrations, even if it disagrees with the punishments prescribed by their laws. For instance, the **Klingons** cite Article 184 of interstellar law when they arrest **Captain James Kirk** and **Dr. McCoy** for the murder of **Chancellor Gorkon**.

Crime is relatively rare in the 23rd century; in 2267 James Kirk is the first starship captain ever to ever face trial. Criminal activity is generally regarded as a symptom of mental problems. In 2266, there is only one crime on the statute books which carries the death penalty: violating **General Order Seven**, which forbids Federation citizens from visiting the planet **Talos IV**. Most convicted criminals are sent to penal colonies such as the facility on **Tantalus V**, which resemble psychological research institutions. Extremely violent and dangerous individuals may be sent to secure penal colonies for the criminally insane, such as the one on **Elba II**. Lesser offences, such as disobeying a direct order with justification, often result in a reprimand in an officer's file or in some cases in a loss of rank.

## Court proceedings

Ideally, legal proceedings are carried out at a **Starbase**. Before proceeding to a full court-martial, a senior Starfleet officer holds an inquiry to determine if there is a case to answer. If the person conducting the inquiry feels that the offending officer is mentally unstable, he or she can choose to relieve them of service and send them to a rehabilitation facility; otherwise a court-martial board is convened.

In ideal circumstances, the board is made up of four senior officers, but if necessary a hearing can be convened with only three judges. The judges must be of equal or higher rank than the accused officer; they must also be on active service with Starfleet. One of the judges leads the panel as president of the court. The accused has the right to ask for substitute officers if he or she feels that any of the judges are prejudiced. The trial begins when the president of the court reads out the charges. The accused enters a plea, after which the court hears evidence and renders a verdict.

The accused is normally represented by a lawyer, though he or she has the right to represent him or herself. The prosecution is

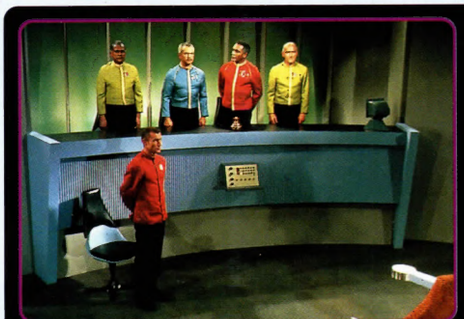
***On a Starbase, Starfleet court-martials are extremely straightforward. The prosecution and defense both sit at desks in front of a panel of judges. Witnesses take a seat in the center of the court.***

***On a starship, a panel of senior officers can hold a court-martial hearing. The officers must be of equal or higher rank than the person or persons being tried. The panel must have at least three members.***

## STARSHIP FACTS

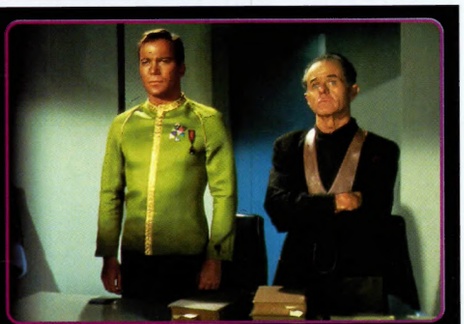
- Under Federation law, a starship captain is legally responsible for the actions of all the members of his crew.
- The court is normally attended by a Starfleet officer, often a yeoman, who records the proceedings with a tricorder.

## STARBASE PROCEDURES



***A full court-martial at a Federation Starbase involves a panel of four senior officers who act as judges. James Kirk is the first Starfleet captain to face trial for murder.***

***Starfleet maintains the adversarial approach of Roman law. The prosecution is carried out by a representative of the Judge Advocate General's office, such as Areel Shaw.***



***The defendant is represented by a defense attorney, such as Samuel T. Cogley, who has the opportunity to call witnesses and to cross-examine the prosecution's witnesses.***

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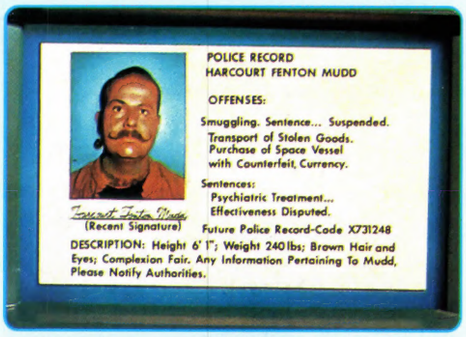



***Criminals are relatively rare in the 23rd century. However, some men, like Harry Mudd, do their best to take advantage of the system, and accumulate an impressive number of offenses.***

***When witnesses give evidence, they place their palm on a circular panel. The computer then monitors their bodily responses to see if they are unduly nervous, as they would be if they were lying.***

***Both prosecution and defense attorneys have the right to cross-examine all the witnesses. Witnesses are required to provide answers to all the questions that are put to them.***

conducted by the Judge Advocate's office, which employs its own personnel and has representatives at major Starfleet installations such as Starbases.

Both prosecution and defence attorneys have the right to call witnesses and to cross-examine them. The witness sits in a specially designed chair and places his or her right palm on a circular lighted panel. Computers identify the witness, and then monitor various biological conditions and autonomic responses to determine if he or she is lying. Any attempt at falsehood is automatically reported by the computer. Witnesses are requested to refrain from speculative testimony or from drawing their own conclusions from the evidence.

## Computer testimony

Computer evidence is often used to establish the exact course of events. Starfleet vessels keep detailed recordings which are admissible in court. It is normally assumed that computer records are infallible, but events in 2267 prove that this is not always the case; during the trial of Captain James Kirk for dereliction of duty and the resulting death of **Ben Finney**, it emerges that Finney is actually alive and has altered the computer records to implicate Kirk.

If necessary, evidence from a **psychotricorder**, which can analyze an individual's brainwaves to determine what has happened to him or her in the recent past, is admissible as evidence.

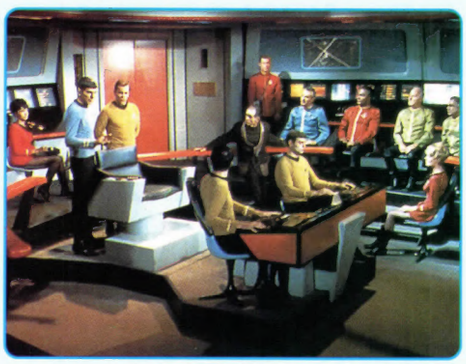
The court has discretionary powers and, if it sees fit, can move the trial to a new location or, if the evidence warrants it, can dismiss all the charges. The prosecution and defense can object to any of the court's decisions.

Part of a Starfleet vessel's duties is to enforce the law. When the ***U.S.S. Enterprise NCC-1701*** aprehends **Leo Walsh**, also known as **Harcourt Fenton Mudd**, an onboard hearing is convened. Mudd is charged with Galaxy travel without a flight plan, operating a vessel without an identification beam and without a master's license, and failure to answer a starship's signal, thus making him a menace to interstellar navigation. Mudd's past offenses included smuggling, counterfeiting and the transport of stolen goods. When Mudd is unable to offer a reasonable defense, Kirk orders him to be turned over to the legal authorities at the nearest Starbase.

## Starship court-martials

In instances where a Starfleet officer has clearly breached the rules, regulations demand that a preliminary court-martial hearing is convened on board ship. The hearing is conducted by a panel made up of the senior staff. The panel is led by the captain, but takes votes on its decisions. One of the ship's officers, usually a yeoman, acts as a court reporter. The accused has the right to counsel, but can choose to waive this and conduct his or her own defense.

In the case of a full court-martial, serious crimes such as mutiny require a trial board of no less than three command officers. The court-martial investigates the situation fully, even if the accused pleads guilty. The panel has broad discretionary powers and, if it chooses, it can offer an offender an alternative to criminal prosecution such as relocation to a planet.



***The court has wide discretionary powers, and if it desires it can hold the trial in a different venue. In 2267, Samuel Cogley persuades the court to relocate Kirk's trial to the U.S.S. ENTERPRISE NCC-1701.***

***In 2266, Kirk holds a hearing to judge Marla McGivers' behavior during Khan's attempt to seize control of the ENTERPRISE. Kirk uses his discretionary powers to allow McGivers to join Khan on Ceti Alpha V.***

***In 2286, Starfleet dismisses the charges against the crew of the ENTERPRISE. It reduces Admiral Kirk to the rank of captain and sends him back to space.***

***Janice Lester, who is possessing the body of Captain Kirk, reveals her true identity in a shipboard hearing when she demands the death penalty for 'Lester's' actions.***

# Chang's BIRD-OF-PREY

**In the 2290s, the Klingon Empire develops a prototype for a devastating new weapon — a *Bird-of-Prey* that can fire while cloaked. In General Chang's hands, the vessel poses a serious threat to interstellar peace.**

***Chang's BIRD-OF-PREY is the only vessel ever developed that can fire weapons while it is using a cloaking device. This makes it a particularly deadly ship. However, the technology is short-lived, and is never used on other vessels.***

The cloaking devices used by the **Romulan** and **Klingon Empires** have a serious disadvantage; when a ship is cloaked, it cannot fire any kind of directed energy weapon or torpedo. An active cloaking device also prevents a vessel from raising its shields.

By 2292, the Klingon Empire has developed a prototype ***Bird-of-Prey*** which can fire while cloaked. In most respects the prototype vessel is identical to a normal *Bird-of-Prey*. It has the conventional birdlike shape of all ships in this class, with an extended neck and two wings which can be moved into several positions; it is equipped with warp and impulse engines, and is armed with **disruptor cannons** and **photon torpedoes**. Although the cloaking device obviously uses slightly different technology than the standard model, the visual effect is the same, and when it cloaks the ship appears to 'waver', as if it is momentarily seen under water.

If the protoype *Bird-of-Prey* fires photon torpedoes while cloaked, it generates an enormous neutron surge and the ship becomes visible for a few brief moments. The command module from which the torpedoes are launched is more visible than the rest of the ship. This period of partial visibility is not long enough to allow the vessel to be detected by conventional sensors. The prototype *Bird-of-Prey* has been equipped for silent running and can even transmit brief **subspace** messages without giving away its position.

The tactical advantages that this prototype vessel offers are obvious. However, the Klingons never have a chance to use their new weapon against an enemy. In 2293, **Praxis** explodes, crippling the Klingon economy and forcing **Chancellor Gorkon** to launch a major peace initiative with the **Federation**.

## Invisible attacker

A group of conspirators from both **Starfleet** and the **Klingon Defense Force** are opposed to any kind of peace treaty, and develop a plan to use the prototype *Bird-of-Prey* to ruin the peace talks and ensure that a state of hostility continues.

When Starfleet arranges for **Captain James Kirk** and the ***U.S.S. Enterprise NCC-1701-A*** to escort Chancellor Gorkon's ship, the ***K't'inga*-class *Battle Cruiser*, *Kronos One***, to the peace talks, the conspirators see a perfect opportunity. Undetected, the prototype *Bird-of-Prey* shadows the two ships, and when a suitable moment arrives, it takes up a position under the *Enterprise* and fires two **photon torpedoes** at *Kronos One*. Two crewmen from the *Enterprise* then beam aboard the Chancellor's ship and assassinate him. Because the prototype *Bird-of-Prey* has performed its part without being detected, suspicion automatically falls on the *Enterprise*, and when Kirk and **Dr. McCoy** transport on to *Kronos One* to offer assistance they are arrested. The *Bird-of-Prey* then travels to a safe distance while under cloak.

The conspirators' plan is not an immediate success. After Gorkon's death, his daughter **Azetbur** assumes the leadership of the High Council and proceeds with the peace negotiations. At this point, **General Chang**, the Klingon Chief of Staff and one of the leaders of

***General Chang takes a seat in the center of the BIRD-OF-PREY's bridge where he can direct operations. He is a warrior by nature, and is determined to use his ship to ensure that the Klingon Empire does not make peace with the Federation.***

***The bridge crew stand at consoles arranged in a semicircle behind Chang. A single corridor leads into the rest of the ship. The design of the ship is lean and efficient, and only a commander and four men are required to operate all of the equipment on the bridge.***

***The prototype cloaking device has been fitted to a standard BIRD-OF-PREY. The ship is designed for scouting and raiding missions and is heavily armed. However, while the cloaking device is active the ship cannot raise its shields to protect itself from enemy fire.***

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# NON-FEDERATION STARSHIPS
## Chang's BIRD-OF-PREY

***General Chang is on KRONOS ONE during the prototype BIRD-OF-PREY's attack, but as soon as Kirk escapes from Rura Penthe he personally takes command of the deadly vessel and takes it to Khitomer.***

***Chang's ship has a fatal flaw – the prototype cloaking device does not conceal its exhaust emissions. A modified torpedo detects the ship and reveals its location.***

***Once located, Chang's ship is powerless against the combined firepower of the U.S.S. ENTERPRISE and the U.S.S. EXCELSIOR.***

the conspiracy, takes personal control of the protoype *Bird-of-Prey*.

Chang considers himself a soldier, and clearly revels in the power of his vessel. He sits in a chair in the front center of the bridge. The main viewer is directly in front of him, and several other, smaller monitors are positioned around him, allowing him to see the tactical situation at a glance. The bridge is staffed by four other officers who stand at consoles which are arranged in a horseshoe formation behind Chang. He regularly uses hand signals to indicate his intentions. His chair can swivel through 360 degrees so that he can communicate with them face to face. Torpedoes are fired by pushing a large red button.

### Battle with Kirk

When Chang learns that Kirk and McCoy have escaped from prison on **Rura Penthe** and are heading for **Khitomer**, where the peace conference will take place, he sets a course to intercept the *Enterprise*. The prototype *Bird-of-Prey* is already cloaked when it arrives at Khitomer, and none of the planetary defenses or the ships in attendance detect the cloaked ship. Chang is waiting when the *Enterprise* arrives and, after broadcasting a brief message, begins to fire on the Starfleet vessel.

The *Enterprise* is an easy target, and at first it is completely unable to detect the prototype *Bird-of-Prey*. However, during the course of the attack, **Spock** realizes that, at impulse speeds, the *Bird-of-Prey* must vent plasma as it burns fuel. Like many other Federation starships, the *Enterprise* is fitted with equipment used to chart gaseous anomalies, and **Lt. Uhura** suggests that this equipment could be used to detect the *Bird-of-Prey*'s exhaust emissions.

The ***U.S.S. Excelsior NCC-2000***, under the command of **Captain Hikaru Sulu**, arrives and draws Chang's fire while Spock and Dr. McCoy modify a photon torpedo so that it will home in on the cloaked ship's plasma trail. Both the *Enterprise* and the *Excelsior* are heavily damaged before the modified torpedo is ready.

However, the modifications work as planned. Chang can only watch in horror and surprise as the photon torpedo flies toward his ship. Although the advanced cloaking system allows the protoype to fire while cloaked, it does not allow it to raise its shields. When the *Enterprise*'s torpedo hits, it breaks through the *Bird-of-Prey*'s hull and blows out the bridge. The cloaking device is disabled. The *Enterprise* and the *Excelsior* concentrate their firepower on the explosion, and are able to destroy the ship.

Advances in technology rapidly make the cloaking device used on Chang's ship redundant, and in the 24th century effective cloaking devices once again prevent ships from firing any kind of weapon.

## ASSASSINATION PLOT

### Implicating Captain Kirk

**The Klingons manage to keep the prototype *Bird-of-Prey* secret from Starfleet Intelligence. This is a vital element in the conspirators' plot to assassinate Chancellor Gorkon and disrupt the peace process: when the *Bird-of-Prey* attacks Gorkon's ship, *Kronos One*, everyone assumes that the *U.S.S. Enterprise* has fired. No one even considers the possibility that a third ship could be involved.**

**Even when the crew of the *Enterprise* discover that their own ship has not fired any torpedoes, Spock is unwilling to report his conclusions to Starfleet Command because he is convinced they will not believe him. The *Enterprise* crew work to uncover the conspiracy, and find that a major participant in the plot was Lt. Valeris, a fellow Vulcan and a former protégée of Spock. She is arrested at the Khitomer peace conference.**

***After the disaster on Praxis, the Klingon Empire opens peace discussions with the Federation. The ENTERPRISE and its Captain, James Kirk, a famous enemy of the Klingons, is sent to escort Chancellor Gorkon's ship to the talks.***

***After Gorkon's ship has been crippled, two crewmen from the ENTERPRISE beam aboard and begin to kill the crew. Their target is Chancellor Gorkon, who is instrumental to the peace process.***

***Chang's ship takes up a position immediately underneath the ENTERPRISE and fires two photon torpedoes at Chancellor Gorkon's ship. No one detects Chang's presence.***

# Tom Paris and the Holodeck

**Tom Paris** has spent many hours on the **holodeck** on simulated shuttle flights and teaching others to fly. But he also enjoys spending his leisure time there, in the holographic environments he has constructed or helped to design.

One of the first things **Tom Paris** does when he is trapped in the **Delta Quadrant** is to take the **Delaney sisters** on a date in a holographic recreation of Venice. Tom seems acutely aware of the value of the **holodeck**, both for romantic and nostalgic reasons. Soon after, he creates a holographic duplicate of **Chez Sandrine**, a bistro in Marseilles on Earth. Sandrine's reminds him of home; he calls it "my little piece of Earth out here in the Delta Quadrant."

Tom spent many hours in the real Sandrine's, which he found after his pocket was picked while walking alongside the harbor. The holographic Sandrine's is filled with smooth-talking gigolos and some of Earth's greatest pool hustlers from throughout the centuries. Tom spends much of his time shooting pool with the holographic players or other ***U.S.S. Voyager NCC-74656*** crew members.

Sometimes he flirts with Sandrine, but he saves most of his affections for **Ricky**, the stunning dark-haired beauty whom he includes in all of his holo-programs. Tom has programmed Sandrine to get jealous of Ricky, and both women tend to fight over Tom. The program becomes extremely popular with other members of the crew, and even **Captain Janeway** has stopped by on occasion to shoot pool with the crew and the holographic clientele.

## Romantic illusions

Tom seems to have spent some time developing other romantic programs. One of his

## PROFILE ON PARIS'S HOLODECK PROGRAMS

PROGRAM: Chez Sandrine, a recreation of a 500-year-old bistro in Marseilles, France, on Earth

PROGRAM: Mars Parking, a 1957 Chevrolet convertible parked in a location with a beautiful view of Mars.

PROGRAM: Venice, Gondola Ride, a recreation of Venice, Italy, used for romantic assignations.

PROGRAM: Klingon Martial Arts, Tom's favorite workout program.

***Tom has spent many hours working on sophisticated holodeck programs, such as Chez Sandrine. When he has completed them, he is more than willing to share them with the rest of the crew.***

## AT HOME IN THE HOLODECK

### ★ The real Sandrine's

***Tom's popular Chez Sandrine holodeck program is based on a real bistro in Marseilles, France, on Earth; Tom spent a year in France during his time at Starfleet. He has gone to a lot of trouble to recreate the bar itself, but has not programmed the outside.***

### ★ Parking on Mars

***Some of Tom's favorite holodeck programs combine elements from his 'hobbies'. In 2372, he offers the Doctor the use of one of his 'parking' programs. This one involves a 1957 Chevrolet and a spectacular view of Mars.***

### ★ Loving detail

***The holographic Chez Sandrine features several elements which are not necessarily found in the real bistro. Among them are an impressive array of pool players and several beautiful women, who are deeply attracted to Tom.***

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# Tom Paris and the Holodeck

favorites involves parking a 1957 Chevy convertible in front of a spectacular, panoramic city view on Mars. Despite his willingness to use the holodeck for romantic ends, Tom has not become seriously 'involved' with any of the characters he creates. He knows first hand how tough it can be to fall in love with a holodeck character, but also how to handle it.

Tom is always willing to help other crew members improve their holodeck programs. He changes the bartender in **Neelix**'s **Paxau resort** program and adds a band and more interesting drinks, though, perhaps surprisingly, it is left to **Harry Kim** to introduce a female volleyball team.

Tom's professional duties also involve spending time in the holodeck, which he has used to train **Kes** to fly a shuttle. He spends hours working on the experimental warp 10 shuttle with Harry and **B'Elanna** before he is ready to make a real test flight.

As well as creating his own programs, Tom has explored some of the scenarios that are already programmed into the computer. He is particularly pleased to discover a **Klingon** martial arts program, which gives him the best workout he's ever had.

## Holo-author

When B'Elanna accidentally discovers the tactical program '**Insurrection Alpha**', Tom pleads with her to let him in on the fun. 'Insurrection Alpha' was secretly written by **Tuvok** to train security personnel in the event of a **Maquis** mutiny aboard *Voyager*. The program simulates an onboard mutiny led by **Commander Chakotay** against Captain Janeway. Tom becomes fascinated by the program and is very frustrated when it stops in the middle, just when he is facing a holographic version of himself in a **phaser**-to-phaser showdown.

Because the program is incomplete, Tom volunteers to write an ending that will satisfy him and other crew members who want to play the game. He admits that he has always wanted to write a '**holonovel**,' a narrative program that is entirely contained within the holodeck's environs.

The ending that Tom proposes to write for 'Insurrection Alpha' features Captain Janeway retaking the ship and ordering all the traitorous conspirators to be executed, but Tuvok protests that this is illogical, because Captain Janeway would never resort to such a drastic measure.

But when Tom and Tuvok try to make changes to the program, a holographic version of **Seska** appears and traps them on the holodeck. With the safety protocols turned off, she forces them to keep playing 'Insurrection Alpha' by her rules, and they are nearly killed. Only the hard work and persistence of Captain Janeway and B'Elanna Torres, working outside the holodeck to make changes in the program, prevent this. Tom's feelings toward the holodeck will never be the same.

### ★ Trial run

***Tom uses the holodeck in simulated test flights of the experimental COCHRANE shuttlecraft. The holographic simulations eventually allow him, Harry, and B'Elanna to construct a warp 10 engine.***

### ★ Making improvements

***Tom helps Neelix to liven up his holographic version of the exclusive Paxau resort. He adds music and drinks and generally makes the place friendlier.***

"Computer, access the cultural database and create musicians from Earth's Caribbean region ... Now this is relaxing."
— Tom Paris enhancing Neelix's Paxau resort program

## AN AUTHOR IN TROUBLE

### Unlikely events

**Tom is excited at the prospect of writing an ending to Tuvok's 'Insurrection Alpha' program. Although he has created many holodeck programs before, they have all been environments rather than stories. He believes that as an author his job is to make the program as exciting and surprising as possible, even if that involves characters behaving in very unlikely ways. He has little time for Tuvok's insistence on T'Hain's 'Dictates of Poetics', but since the Vulcan security officer is the only person with access to the program's narrative parameters file, Tom is forced to cooperate with him. Unfortunately, Tom never gets to write his novel because Seska's version of the program takes over the holodeck.**

### ★ Budding writer

***In a staff meeting, Tom offers his services to complete the program. He is given the job, and soon finds himself inundated with 'helpful' suggestions from his friends.***

### ★ Face to face

***For Tom, one of the highlights of the 'Insurrection Alpha' program is meeting a holographic version of himself, preparing to rescue the ship from the mutineers.***

### ★ Out of control

***As soon as Tom and Tuvok prepare to start work on the program, a holographic version of Seska appears and holds her phaser on them. Seska has rewritten the program to kill Tuvok.***

# Michael Eddington in the Maquis

**Former Starfleet Lieutenant Commander Michael Eddington excels in the Maquis. Other Starfleet defectors have been unwilling to resort to extreme action, but Eddington has no such scruples.**

**Michael Eddington** believes that he is fully justified in behaving like the **Cardassians**, and quickly establishes himself as one of the dominant **Maquis** leaders. He takes advantage of the domestic problems the Cardassians are facing during the period of hostilities with the **Klingon Empire**, and successfully guides his meager forces in a series of daring raids.

Under Eddington's command, the Maquis are particularly well equipped. He manages to steal an advanced **holo-communicator** from **Starfleet** and to acquire 30 class-four **cloaking devices** from the Klingons.

Eddington is attracted to the Maquis cause for a number of reasons. At a very basic level he feels that Starfleet has betrayed the colonists in the **Demilitarized Zone**, handing their land over to the Cardassians and making them homeless overnight. Perhaps more importantly, he has a psychological need to act as a hero. His favorite book is Victor Hugo's 'Les Miserables', and like its hero, Valjean, he wants to spend his life helping the disadvantaged.

## Love in war

Away from the **Federation**, Eddington finds life is quite different. He comes to appreciate 'real' food. He even establishes a garden, and grows his own corn and tomatoes. Eddington also finds love in the Maquis; in the middle of the 'war', he marries **Rebecca Sullivan**.

Determined to finally force the Cardassians out of the Demilitarized Zone and declare an independent Maquis nation, Eddington develops a plan to use biogenic weapons. His Maquis group hijack shipments of selenium and rhodium nitrite, which he reformulates and synthesizes to produce **cobalt diselenide**. His intention is to poison the atmospheres of Cardassian colonies in the Demilitarized Zones so that only humans can survive on them, and the Cardassians will be forced to abandon the worlds for the next 50 years. But despite his willingness to risk Cardassian lives, Eddington does not regard himself as a coldblooded killer. As he sees it, he only kills when he is forced to. Thus, when he discovers a Starfleet informer within his ranks he abandons him on a desolate planet rather than simply shooting him.

Eddington does suffer from a certain amount of ego. He regards himself as the most successful leader in the Maquis, believing that he, and not the situation on Cardassia, was responsible for their greatest victories.

Eddington's greatest enemy is his former commander on ***Deep Space Nine***, **Captain Benjamin Sisko**, who feels that Eddington betrayed him personally. Sisko pursues Eddington for eight months before finally catching up with him in a secret Maquis base on the

## PROFILE OF A REBEL

NAME: Michael Eddington

POSITION: Maquis leader

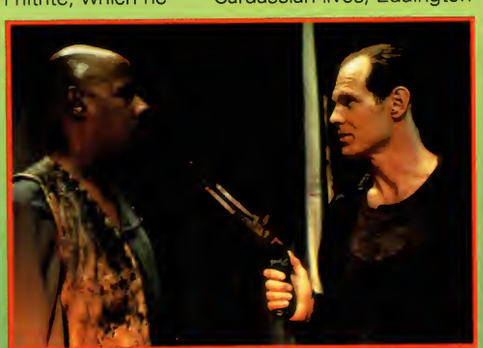
NOTABLE ACHIEVEMENTS: Eddington leads many successful operations against the Cardassians during their conflict with the Klingons. He disables two Federation vessels, the ***U.S.S. Defiant*** and the ***U.S.S. Malinche***, before he is eventually captured by Captain Sisko.

DIES: 2373; killed by Jem'Hadar warriors on Athos IV.

LAST SEEN: 'Blaze of Glory' [DS9]

***Eddington has many strengths, notably a commitment to his cause and a resourceful intelligence.***

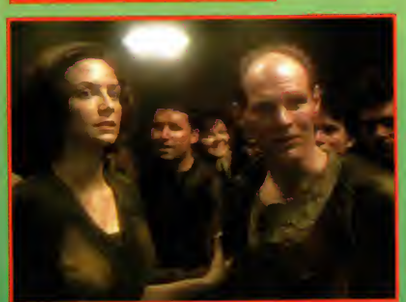
## ONE STEP AHEAD



***Sisko and Eddington's relationship is like the one in Hugo's 'Les Miserables'. Both men are doing what they believe is right, but one is on the right side of the law and the other is on the wrong side. Or are they?***

***After Eddington leaves Starfleet he is relentlessly pursued by Sisko. From here until Eddington's death, a fraught battle of the wills is played out. Eddington would, more than anything, like to see Sisko dead. But his wish doesn't come true.***

***Eddington taunts Sisko and his crew by using the holocommunicator, a new device now in general use. The Maquis device is a stolen one.***



***Eddington introduces Sisko to his wife, Rebecca. She breaks the news to the captain that there are no cloaked missiles, and there never were.***

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# Michael Eddington in the Maquis

edge of the **Badlands**, where Eddington captures him.

Eddington shows Sisko around the crowded and primitive Maquis camp. He explains that these used to be colonists on **Salva II**. They had homes, farms, shops, and schools. But after the Federation signed over their world to the Cardassians, they were left with nothing. Although Eddington has the opportunity to kill Sisko, he chooses to release him.

Obsessed with capturing Eddington, Sisko pursues him in the ***U.S.S. Defiant***. But he is thwarted when the ship experiences a massive computer failure – the result of a cascade virus previously implanted in the system and now triggered by Eddington.

## Strike one

Eddington's first target is **Panora**, an isolated Cardassian border world. Sisko attempts to stop him, but the partially functional *Defiant* arrives too late. The ***Maquis Fighters*** have already detonated the deadly nerve agent, forcing out the Cardassian settlers.

Sisko realizes that Eddington's weakness is that he sees himself as a hero fighting against the odds; someone willing to sacrifice himself to save his people. Sisko uses this to his advantage and threatens to turn the altered nerve gas on **Bajoran** colonies in the Demilitarized Zone. Eddington surrenders, and is sent to a Starfleet prison, where he hears reports of the Maquis being eliminated by the combined **Dominion**/Cardassian troops.

## Massive strike

Then a secret message is intercepted and delivered to Sisko, revealing that the few Maquis who have not been wiped out by the Dominion have initiated a massive retaliatory strike against Cardassia. They have launched a series of cloaked missiles which will hit Cardassia in 11 days. Now that Cardassia is under Dominion protection, an all-out war is likely unless the missiles are stopped. Seeing no alternative, Sisko visits Eddington in prison.

Eddington refuses to tell Sisko how to stop the missiles, so Sisko takes the handcuffed Eddington to **Athos IV**, a grim little fogbound piece of rock deep in the Badlands. This secret Maquis settlement is apparently the launching site of the missiles – and the only place from where they can be recalled.

Finally, Eddington agrees to help. But this has all been a ploy to enable Eddington to escape and rescue the last remaining Maquis group still on the planet; Eddington's wife, Rebecca, reveals that there never were any missiles. But it seems too late for a rescue. The Maquis base has been discovered, and only a handful of survivors have managed to seal themselves into an underground shelter. One of them is Rebecca.

They are pursued by the Jem'Hadar, and Eddington is killed trying to hold off the Dominion soldiers long enough for Sisko, Rebecca, and the others to reach a hidden ***Runabout*** and escape. The last word on his lips as he dies is "Rebecca."

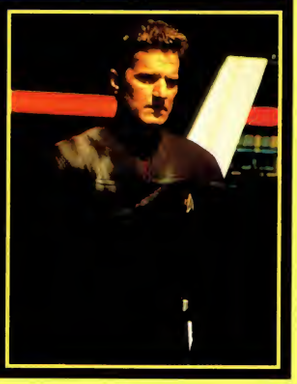
## FINAL BETRAYAL

### Maquis tactic

**After the *U.S.S. Defiant* is disabled by a Maquis-planted virus, the *Excelsior*-class *U.S.S. Malinche* is assigned to prevent Eddington from using his biogenic weapons. Eddington ambushes the *Malinche* by rigging a captured Cardassian freighter to emit a focused particle beam which punches through the ship's gyro shielding and disables the helm control, allowing the Maquis fighters to overcome the ship.**

***The U.S.S. MALINCHE drifts helplessly in space, another victim of the Maquis. Even the ships of Starfleet cannot always overcome those of the much smaller rebel group.***

***Eddington and his band of Maquis are able to take on mightier ships like the U.S.S. DEFIANT by using other means. They would lose a head-to-head battle.***



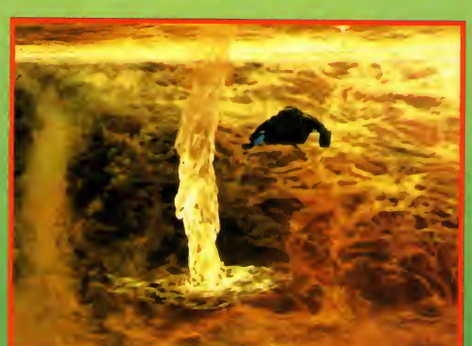
***The captain of the U.S.S. MALINCHE reports, via a holocommunicator, on how Eddington's Maquis disabled them.***

***Eddington is being held in a Starfleet prison on a space station. He sarcastically tells Sisko that he won the battle to bring his former colleague to justice. But Sisko is not visiting him to gloat, just to enlist his help in tracking down deadly missiles supposedly in the hands of the Maquis.***

"He died fighting for what he believed in. I called him a traitor once, but in a way he was the most loyal man I ever met. He was a Maquis, right up to the bitter end."

— Captain Benjamin Sisko

***Eddington can't believe Sisko has appeared; he says it's like a nightmare. Sisko tells Eddington he will be accompanying him on a mission as a form of revenge.***



***Sisko and Eddington are in the Badlands when two Jem'Hadar warships appear. Needing a pair of skilled hands to escape them, Sisko unlocks his captive's handcuffs.***

***Soon after arriving at the Maquis missile launch site on Athos IV, Sisko has a few more surprises; the Jem'Hadar have arrived, and there are no missiles.***

# Cryogenics and Suspended Animation

Humans have known about the preserving effects of extreme cold for many years, but the science of cryogenics only really came into its own in the last years of the 20th century, when it was one of the methods used to place bodies in suspended animation. By the 2260s, cryogenics is an essential element of medical and engineering technology.

Cryogenic science is concerned with the technology needed to produce low temperatures and the effect that they have on biological and mechanical objects. Many races have used cryogenics to place living, or even dead, beings in a form of suspended animation, which prevents the body from aging or decaying for long periods of time.

On Earth, cryogenics first emerged during the latter half of the 20th century. The first applications of cryogenics were used to create primitive superconducters, but by the 1990s medical science had developed cryogenic science to the point where human beings could be placed in suspended animation.

There are two very different applications for suspended animation. By the 1990s, mankind had ambitions to explore space, but without the aid of warp technology, which was not discovered until 2063, even interplanetary journeys could take years. To overcome this, humans developed sleeper ships, in which the passengers were placed in suspended animation for the duration of their journey. Their heart rates were lowered to four beats per minute, and respiration dropped to barely detectable levels.

On ***DY-100***-class sleeper ships, the 80 or so passengers were placed in suspended animation before the ship was launched. They were then 'stored' in small chambers, approximately two meters long by one meter wide. These were sealed, ensuring that no harm came to their occupants. While the ship was traveling to its destination only minimal power systems were required, meaning that the 'crew' could survive almost indefinitely. The ship was programmed to function entirely under computer control; it awoke the crew's leader shortly before arriving at its destination.

## Return to life

The technology used on these sleeper ships was so successful that when the *DY-100*-class ***Botany Bay*** is discovered in 2267, only 12 of the passengers have died; the rest remain in perfect condition.

Despite the effectiveness of the technology, sleeper ships are redundant by 2018, because humans have developed superior sublight propulsion engines.

During the 1990s cryogenics were also used to preserve the bodies of the recently deceased. Under the capitalist system that was widespread on Earth at this

***Cryogenic suspension seems to have had very little effect on the health of Khan's genetically engineered superhumans. They are a little stiff when they are revived, but have retained all their youth and vigor. It is not clear whether normal humans would fare so well.***

***DY-100-class sleeper ships had a 'crew' of more than 80, who were kept in relatively small chambers. They were placed in cryogenic suspension before the ship was launched, and remained 'frozen' until they reached the ship's destination.***

***Before the invention of the warp drive in 2063, interstellar travel could take years. Sleeper ships designed in the late 20th and early 21st centuries relied on cryogenic suspension to keep their passengers alive, and young, during long interstellar journeys.***

***Sleeper ships were programmed to revive the crew's leader first. The bottom part of the chamber extends into the room, which is automatically filled with a breathable atmosphere. The leader is then able to revive the rest of the crew.***

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# Cryogenics and Suspended Animation

time, the service is only available to the extremely rich. It was used in cases where someone had died 'prematurely' as the result of an incurable medical condition, such as cancer or an embolism. The deceased person was placed in cryogenic suspension as soon as possible, and this prevented the body from decaying. The frozen body was then stored in a facility, theoretically until medical science had advanced sufficiently to revive the dead person safely and cure the medical condition.

Because there was a certain amount of doubt about the safety of groundbased facilities, some companies constructed **cryosatellites**, which were placed in orbit. In theory, such satellites were safe from any unrest on Earth. But ultimately interest in this service waned, and it was discontinued. There is little evidence that many people were ever successfully revived.

However, the science behind this practice is sound. In 2364, the ***U.S.S. Enterprise NCC-1701-D*** recovers a cryosatellite which had drifted out of Earth orbit and found its way to the **Kazis Binary System**. Overriding moral and ethical questions about raising the dead, ship's doctor **Beverly Crusher** feels bound to revive the three people deposited in still-functioning canisters. She is then able to restore them to health.

## Advanced cryogenics

By the 23rd century, humans no longer use cryogenics to place individuals in long term suspended animation. But cryogenic technology is used regularly in medical procedures, such as cryogenic open heart surgery. And by the 24th century, critical patients can be placed in cryostasis, which prevents many conditions from worsening and gives a physician precious time for lifesaving treatment.

Engineers have also reaped benefits from cryogenic science. **Cryonetrium**, which is gaseous even at temperatures approaching absolute zero, is used to prevent **invidium** contamination, which can threaten warp drive systems. Another extremely cold substance, **exanogen gas**, brings **nitrium metal parasites**, which feed on starships, to a virtual halt by slowing their metabolisms. Most importantly, **cryogenic deuterium** is an essential ingredient in impulse reactors, which are used by virtually every **Federation** starship.

## Replenishing the population

Humans haven't been the only life forms to make use of cryogenics. In 2268, a group of humanoids from the planet **Scalos** use cryogenics in their attempts to perpetuate their race after a volcanic radiation disaster. The **Scalosians** lure passing starships into orbit, seize them, retrofit a Scalosian refrigeration unit onto the captive ship's life support system, and freeze the crew for long term storage. The sterile Scalosians then thaw crew members as they need them for mating purposes.

## Other races

The **Klingons** have used cryogenics to place the crews of deep space exploration vessels in suspended animation. In the 2290s, vessels such as the ***T'Ong*** are fitted with the necessary equipment and the crew are placed in cryogenic tubes. Klingon technology functions perfectly, and the crew are revived automatically after periods as long as 75 years.

The **Cardassians** also use cryogenics, though for rather bizarre purposes. The **Obsidian Order** apparently places the bodies of deceased prisoners in cryogenic suspension to prevent them from decaying, and stores them in its archives. The reason is unknown.

***Cryosatellites were used by 20th century humans to store the bodies of people who had been placed in suspended animation. The companies who ran the cryogenic operations reasoned that cryosatellites would be safer than any landbased facilities.***

***In the 20th century, some wealthy humans chose to have their bodies preserved in cryogenic suspension. They hoped that at some point in the future medical science would have advanced enough to cure the diseases and conditions which killed them, and restore them to life.***

***Ralph Offenhouse is one of the few humans to have been successfully revived after spending a long period in cryogenic suspension. He died from advanced cancer in the late 20th century and his body was placed in a cryosatellite which drifted away from Earth. It is eventually recovered near the Kazis Binary star system by the U.S.S. ENTERPRISE NCC-1701-D in 2364. Dr. Crusher is able to revive him and two other people, and she cures them of their illnesses.***

***By the 23rd century, cryogenics can be used in several medical procedures, such as the open heart surgery Dr. McCoy performs on Ambassador Sarek of Vulcan in 2267.***

***Cryogenic storage systems usually place the frozen individual in some kind of tube or container. This allows computers to control the cryogenic environment precisely.***

***The crew of the T'ONG learn that one inevitable side effect of placing someone in suspended animation is that the political situation may have changed radically while they were 'asleep'.***

FILE 71 STAR TREK: VOYAGER

# 'Deadlock'

'DEADLOCK'

*"Just make me a promise, Kathryn; get your crew home."*

*"I will. I will."*

– Captain Janeway to Captain Janeway

A bizarre accident disables the ***U.S.S. Voyager NCC-74656*** near **Vidiian** space, and the crew are soon in desperate trouble. **Ensign Wildman** loses her newborn baby, **Harry Kim** is killed trying to seal a hull breach, and **Kes** disappears into a spatial rift.

**Ensign Wildman** is in the mess hall helping **Neelix** when her contractions begin. Neelix is delighted, and walks her to sickbay, where she goes into labor.

Seven hours later, long range sensors pick up 20 **Vidiian** ships and two Vidiian colonies. The ***U.S.S. Voyager NCC-74656*** sets a course for a large plasma drift, hoping that the interference it generates will shield them from the Vidiians.

In sickbay, Wildman screams out in pain; the baby has turned awkwardly, and the **Doctor** is forced to beam it out.

*Voyager* clears the Vidiian system and leaves the plasma drift. But as the ship moves clear it hits some kind of **subspace** disturbance, and the warp core stalls. **B'Elanna** can't work out why, and she prepares to reinforce the structural integrity field and emit a **polaron** burst. But before she can do anything, the ship is rocked, apparently by a polaron burst. Systems begin to fail, and sickbay is inundated with wounded crew members.

## Shipwide disaster

The Doctor begins treating the wounded. Wildman's baby daughter isn't stable; her cell membranes are losing cohesion, and without full power there is little the Doctor can do.

The polaron bursts are coming out of thin air. They are damaging the structural integrity of the ship, and soon cause a hull breach. Meanwhile, **Harry Kim** suggests using a portable forcefield to seal the breach, and he and B'Elanna set off to deal with the problem.

On the bridge, **Captain Janeway** suggests magnetizing the hull to lessen the impact of the bursts. Harry starts work on the forcefield. **Hogan** tries to reroute power to them, but is knocked down by an explosion.

In sickbay, Wildman's baby dies. On Deck 15, the breach widens and Harry is pulled out into space; B'Elanna barely makes it to safety. She sees **Kes**, who is going to help Hogan, vanish into some kind of spatial rift. The breach is still widening, and B'Elanna is forced to leave the area.

**Chakotay** manages to magnetize the hull, giving the ship a degree of stability. **Tuvok** reports that the hull is covered with

## ON SCREEN...

1 *Ensign Wildman is helping Neelix in the mess hall when her contractions begin. Neelix helps her to sickbay at once.*

2 *The U.S.S. VOYAGER enters a plasma drift in an attempt to hide from the Vidiians, who live in a nearby system.*

3 *When VOYAGER leaves the plasma drift, the warp engines stall and the ship soon develops a hull breach.*

4 *Harry Kim tries to seal the breach, but he is swept to his death out of the gaping hole in VOYAGER's side.*

5 *As Captain Janeway turns to leave the bridge, she sees a ghostly image of herself and the bridge crew.*

6 *Kes has gone through the spatial rift into another, almost identical VOYAGER, which hasn't been damaged.*

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# STARSHIP LOG

FILE 71 CARD 36

## 'Deadlock'

microfractures and the warp nacelles are fused. Then the ship is shaken again; this time there's a hull breach on Deck 1. The crew evacuate, but Janeway tries to seal the breach. As she leaves the bridge, she sees a ghostly image of herself sitting in her chair.

The other Janeway, who is on a completely undamaged version of *Voyager*, watches as her wounded counterpart runs into the **turbolift**. She turns to Harry and tells him to scan the bridge; he reports a minor spatial fluctuation. Janeway contacts B'Elanna in Engineering and asks how long before they can use the main sensor array. B'Elanna reports that they are only halfway through the polaron burst procedure. Janeway tells Harry to modify a **tricorder** and scan the bridge, then she heads for sickbay, where the Doctor is showing Wildman her perfectly healthy baby. There is another patient – Kes, identical to their own, who walked onto the ship. When Kes awakes she explains what happened to her on the other *Voyager*. Janeway theorizes that there are two *Voyagers*; somehow, passing through the plasma drift is responsible. She contacts B'Elanna and tells her to stop the polaron bursts.

### Twin dilemma

The logs show that the subspace field they passed through somehow duplicated the ship and her crew. Both ships now occupy the same space and time. The antimatter wasn't duplicated, which is why both ships are on low power. Janeway tells Harry and B'Elanna to establish communication with the other ship and to send Kes back.

B'Elanna eventually makes contact with the other *Voyager* by using a rotating band pulse. On the damaged ship, the crew have relocated command to Engineering. They hear the band pulse as a shrill whistle. They lock on to it and establish contact, and Janeway explains what has happened. They try to merge the ships by generating a resonance pulse from the deflector dishes, but instead of merging the ships the pulse pushes them further apart.

The undamaged *Voyager* needs to restart the polaron bursts soon, or they will lose all their antimatter. Communications are down, so Janeway takes Kes back through the rift and goes to Engineering. The two Janeways have 30 minutes to solve their problems before they lose all the antimatter. They can't evacuate the damaged ship; sending any more than five or 10 people will disturb the atomic balance too much. The wounded Janeway plans to initiate a self destruct on her ship, allowing the undamaged ship to escape safely. The unharmed captain returns to her own ship to try to think of an alternative.

Before they can act, both *Voyagers* detect a Vidiian ship approaching. Neither ship can raise shields, and the Vidiians soon fire on them. The Vidiian boarding party arrives only on the undamaged ship, which they begin to overrun, subduing Tuvok and **Tom Paris** within minutes.

The damaged *Voyager* contacts Janeway and reports that there are no Vidiians on their ship. Janeway refuses to accept their help, but sends Harry and Wildman's baby across to the damaged vessel while she activates her ship's self destruct sequence.

The Vidiians have invaded sickbay, but Harry manages to overpower them. The Doctor hands him the baby, and Harry heads for the spatial rift on Deck 15.

The Vidiians have just arrived on the bridge when *Voyager* explodes, destroying the Vidiian ship. At the same moment, Harry and the baby arrive on the damaged ship. The crew is back to normal, but Harry is left wondering just what 'normal' is.

## STARSHIP FACTS

**The surviving *U.S.S. Voyager* is undamaged by the explosion of its counterpart, but it takes the crew of the damaged ship more than three days to return to their bridge.**

## ON SCREEN...

**7** ***Captain Janeway contacts her counterpart on the damaged VOYAGER, and explains that all the matter on the ship has been duplicated.***

**8** ***The attempt to merge the two VOYAGERs only drives the ships further apart. There isn't enough power to try again.***

**9** ***The Janeway from the damaged ship tells her counterpart that she plans to destroy her ship to save the other VOYAGER and its crew.***

**10** ***A Vidiian ship detects the undamaged VOYAGER and moves in to attack. The Vidiians overrun VOYAGER within minutes, killing many of the crew.***

**11** ***Janeway destroys the undamaged VOYAGER, taking the Vidiian ship with her. The other VOYAGER is unaffected by the explosion.***

**12** ***Janeway sent Harry Kim and Ensign Wildman's baby onto the damaged ship. Her counterpart's vessel still has a full crew complement.***

FILE 68 STAR TREK: The Original Series

# 'Wolf in the Fold'

**CAPTAINS LOG**
**STARDATE 3614.9**

*"Planet Argelius II. While on therapeutic shore leave, Mr. Scott has fallen under suspicion of having brutally murdered an Argelian woman. The chief city administrator, Mr. Hengist, has taken charge of the investigation, but has learned little of value."*

On shore leave on **Argelius II**, **Mr. Scott** is implicated in the murders of three women. The engineer has worrying gaps in his memory and no alibi, but investigations reveal that an ancient terror may be at work on this peaceful planet.

**Kirk**, **McCoy** and **Scotty** are in a bar on **Argelius II** watching a beautiful belly dancer, **Kara**. When her act finishes she comes over to their table. Scotty asks her to go for a walk in the fog, and she agrees. Kirk and McCoy are relieved; Scotty was recently in an accident caused by a woman, and McCoy was concerned that he might harbor a psychological resentment of the entire sex. As Kirk and McCoy leave they hear a scream, and find Kara's dead body. She has been stabbed a dozen times and Scotty is standing over her with a knife.

The city administrator, **Mr. Hengist**, who is from **Rigel IV**, begins to investigate. He asks Scotty about the murder weapon, but Scotty can't remember anything. McCoy is convinced that Scotty is innocent, but Kirk reminds him that the crime was committed under Argelian jurisdiction and they must cooperate.

## Empathic investigation

**Prefect Jaris** and his wife, **Sybo**, arrive and tell Kirk that they plan to use the **Argelian empathic contact** to investigate. Jaris invites the **Starfleet** officers back to his house, where Kirk arranges to beam down a **psychotricorder** to find out what has happened to Scotty in the last 24 hours. Hengist leaves to fetch the other people who should be questioned about the murder.

**Lt. Tracy** arrives and prepares to make a regressive memory check on Scotty. Jaris shows her and Scotty to a private chamber. While they are gone, McCoy tells the captain that Scotty may be suffering from hysterical amnesia and is suppressing the memory of the murder.

While Hengist is gone there is a scream. Everyone rushes to the private chamber, where they find that Tracy has been stabbed to death and Scotty is unconscious.

When Scotty comes to, he is stunned to learn what has happened. There is another worrying gap in his memories, and he is very distressed.

Hengist arrives with two men who were in the bar: Kara's father, **Tark,** and **Morla**, her jealous lover. Sybo is ready, and everyone takes a seat around the fire. The ceremony begins, and everyone stares at the flame. Sybo can feel something monstrously evil

## ON SCREEN...

1 *The crew of the U.S.S. ENTERPRISE are taking a much-needed shore leave on Argelius II.*

2 *When the dancer Kara has finished her act, she agrees to go for a walk with Scotty, who is obviously attracted to her.*

3 *Scotty has no memory of what happened to Kara. All he remembers is hearing her scream.*

4 *Lieutenant Karen Tracy is killed before she can perform the psychotricorder test on Scotty.*

5 *Kirk learns that Morla had a powerful motive for killing Kara, but the young man insists he is innocent.*

6 *Everyone involved takes hands around the fire, and Sybo performs the Argelian empathic contact.*

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# 'Wolf in the Fold'

that is filled with hatred of women – a hunger that never dies. She cries out the words **'Beratis'**, **'Kesla'**, and **'Redjac'**. Suddenly the lights go out, and she screams. When they come back on, she is dead: stabbed to death, and Scotty is holding her.

Kirk persuades Jaris and Hengist to come aboard the ***U.S.S. Enterprise NCC-1701***, where the computers can determine what happened. Jaris agrees, and declares that if Scotty is found guilty he will face the ancient penalty – death by slow torture.

On the *Enterprise*, Kirk explains that the computers can detect when someone is lying. When Scotty takes the stand the computer reports that there is no medical reason for him to suffer from memory loss, but it also says that he is not lying when he says he cannot remember what happened. Scotty can remember Sybo's murder – when the lights went out he heard Sybo scream and went to help, but there was something in his way: something not quite solid. Kirk asks Scotty if he killed Sybo. He denies it, and the computer confirms he is telling the truth. However, it can only confirm that Scotty does not remember what happened with the other two women.

Morla takes the stand. The computer confirms that he loved Kara and didn't kill Lt. Tracy or Sybo. Kirk suspects that Sybo did detect something, and asks the computer to run a check on the words she called out. It reports that 'Redjac' is a nickname for Jack the Ripper.

## Ancient terror

Spock says that it is possible that an extremely long-lived life form is responsible for the murders, and that it may feed on fear; any life form like the one they are discussing would not possess a body, but could adopt a physical form.

There appears to be a pattern of unsolved murders spreading out from Earth in a direct line to Argelius. 'Beratis' is a name for a murderer who killed several women on Rigel IV in the previous year. Because Hengist is from Rigel IV, Kirk asks him to take the stand. When the computer reports that the murder weapon is from Rigel IV, Hengist tries to escape. He doesn't get far; bizarrely, he dies when Kirk strikes him. The entity Redjac enters the ship's computer instead, and begins to control the vessel.

Kirk tells McCoy to sedate the crew so they don't feel any fear, and instead they become deliriously happy. Only McCoy, Kirk, Jaris and Spock are not injected. Spock manages to access the computer and tells it to compute pi to the last digit in order to tie up its functions and eject Redjac, and he and Kirk return to the briefing room,

McCoy injects himself, then Kirk turns to Jaris, but the prefect grabs him; his body is inhabited by Redjac. Spock gives him a nerve pinch, and Redjac returns to Hengist's body. He grabs a female crew member and threatens to kill her, but Kirk overpowers him and McCoy injects him with the sedative. Kirk carries Hengist to the transporter room and Spock beams him, and the Redjac entity within him, into space.

Scotty and McCoy arrive, and the doctor reports that it will take five or six hours for the crew to return to normal.

## STARSHIP FACTS

**Redjac appears to be native to Earth and to have traveled across the Galaxy in various humanoid hosts. As well as the notorious Jack the Ripper killings in the 19th century, it probably committed eight murders on the Martian colonies in 2105 and 10 more on Alpha Eridani in 2156.**

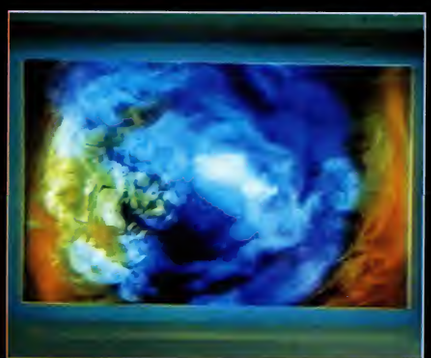
## ON SCREEN...

***7 Three women have been brutally murdered, and in each case Scotty seems to be the obvious culprit. Kirk is determined to find out exactly what happened.***

***8 The court reconvenes on the U.S.S. ENTERPRISE, where the computers can determine whether someone is lying or not. It soon becomes clear that Scotty did not murder Sybo.***

***9 Kirk begins to suspect that some kind of noncorporeal life form is at work. A trail of murders leads from Earth to Argelius, and the murder weapon is from Rigel IV, Mr. Hengist's home planet.***

***10 Hengist's body is being controlled by an entity which kills women so that it can feed off their terror. The entity has had several names, including Redjac and Kesla, and has lived for hundreds of years.***



***11 The entity leaves Hengist's body and takes control of the ENTERPRISE's computers, but Spock manages to tie up the computer circuits. Meanwhile, McCoy tranquilizes the crew.***

***12 The entity is forced to return to Hengist's body, and Kirk overpowers it. He and Spock take Hengist to the transporter room, and beam him and the evil Redjac into space.***

FILE 69 STAR TREK: THE NEXT GENERATION

# 'Conspiracy'

**Captain Picard** is unwilling to believe that there could be any kind of conspiracy in **Starfleet**, but when his old friend **Walker Keel** is killed he becomes convinced that something is wrong. When he returns to Earth, he discovers that far more is at risk than he ever suspected.

**FIRST OFFICER'S LOG**

**STARDATE: 41775.5**

*"We are en route to the ocean world of Pacifica. While our mission is scientific in nature, we look forward to the warm blue waters and fine beaches that make Pacifica a jewel of the Galaxy..."*

After **Captain Picard** receives a coded message from his old friend **Walker Keel**, he takes the ***U.S.S. Enterprise NCC-1701-D*** to **Dytallix B**. On the planet's surface Keel tells him he believes that **Starfleet** is in the grip of an alien takeover. Picard is skeptical, but agrees to stay in contact.

Shortly after Picard returns to the *Enterprise*, Keel's ship is destroyed in an 'accident', and Picard decides that he should visit **Starfleet Headquarters** on Earth in order to find out if there is any truth in his friend's conspiracy theory.

## Alien influence

When the *Enterprise* arrives, Admirals **Quinn**, **Aaron**, and **Savar** invite Picard and **Riker** to dinner. Picard accepts, then learns that Quinn will miss the meal in order to spend time on the *Enterprise*. Picard believes that Quinn wants to privately discuss his suspicions about the conspiracy, which he mentioned to the captain earlier in the year, but when the admiral arrives he insists that Picard is overreacting. Picard fears that the admiral has himself been 'altered', and instructs Riker to stay close to him.

Quinn attempts to infect Riker with an alien parasite. Riker resists, but an unnaturally strong Quinn knocks him unconscious before **Dr. Crusher** arrives and stuns the admiral with her phaser.

At Starfleet Headquarters, Picard is greeted by Aaron, Savar, and **Commander Remmick**. At dinner they no longer bother to hide their parasitic transformation. Riker arrives and at first pretends to be one of them, in a ruse devised by Beverly Crusher, but then helps Picard to put Aaron and Savar out of action. The captain and his first officer then discover that Remmick is host to a 'mother alien'; they kill him and the parasite lurking within his stomach. The death of the mother causes the other aliens to disintegrate, saving the Federation from the planned invasion.

## STARSHIP FACTS

**The alien parasite takes control of its victims' brain functions, and breathes through a small gill visible on the person's neck.**

## ON SCREEN...

1 *Walker Keel contacts Captain Picard on a coded channel and asks him to meet him on Dytallix B. He has something urgent to discuss.*

2 *Keel and two other Starfleet captains warn Picard that there appears to be some kind of conspiracy within Starfleet, and ask him to stay in touch.*

3 *Admiral Quinn visits the U.S.S. ENTERPRISE, where he tells Picard that his concerns about a conspiracy are unfounded.*

4 *Quinn is being controlled by an alien parasite. The only visible sign is a small protrusion on the back of his neck, which the parasite uses to breathe.*

5 *Riker and Picard turn their phasers on Remmick, destroying the mother alien which is inhabiting his body and ending the threat of an invasion.*

6 *After the mother alien dies, all the other smaller parasites wither and die too. Anyone who had been affected is returned to normal.*

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FILE 69 STAR TREK: THE NEXT GENERATION

# 'The Neutral Zone'

A group of 20th century humans become a minor annoyance when a series of attacks brings **Captain Picard** and the crew of the ***U.S.S. Enterprise NCC-1701-D*** to the edge of the **Neutral Zone** and pits them head to head with the **Romulans**.

**FIRST OFFICER'S LOG**

**STARDATE: 41986.0**

*"We are awaiting the return of Captain Picard, who was summoned to Starbase 718 for an emergency conference. Meanwhile, our sensors have been monitoring an ancient capsule floating in our vicinity, which appears to be from Earth ..."*

**Data** and **Worf** beam onto a derelict satellite, where they find a room with several cryogenic chambers. Although some of the chambers' seals have broken, there are still three undamaged human 'sleepers', whom they take back to the ***U.S.S. Enterprise NCC-1701-D***.

**Captain Picard** sets a course for the **Neutral Zone**, and informs his officers that two **Federation** outposts have been destroyed. Starfleet believes that the **Romulans**, who have not been heard from for 50 years, are responsible. Picard suspects they are seeking a confrontation in order to test themselves in battle against a Federation starship.

**Dr. Crusher** calls Picard to sickbay, where she tells him that she has revived the frozen humans. The three are financier **Ralph Offenhouse**, homemaker **Claire Raymond**, and singer **L.Q. 'Sonny' Clemonds**. Distracted by thoughts of a possible Romulan encounter, Picard has little time for the 20th century Americans, and he eventually decides to return them to Earth.

When the *Enterprise* approaches the Neutral Zone it becomes apparent that two more stations have been obliterated, and a ***Romulan Warbird*** soon uncloaks in front of the Federation vessel.

## Cooperating with the Romulans

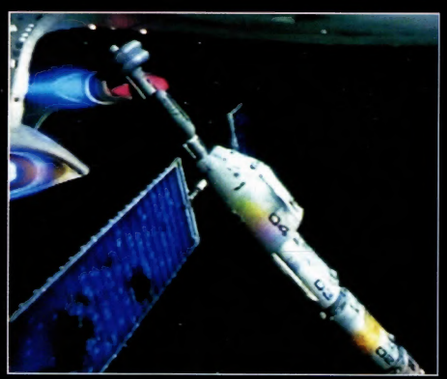
Picard hails the Romulan ship, suggesting that its entry into Federation territory could be considered an act of aggression. The Romulans reply that they are investigating the destruction of their own outposts. Convinced that the Romulans are telling the truth, Picard offers his cooperation in determining who or what was responsible for these attacks. The Romulans agree, but then warn the captain: "We have indeed been negligent, but no more – we are back."

As the Romulans depart, Picard remarks: "I think our lives just got a lot more complicated."

## STARSHIP FACTS

**It later emerges that the outposts bordering the Neutral Zone were attacked by a Borg expedition that was exploring the Alpha Quadrant.**

## ON SCREEN...



***1 The U.S.S. ENTERPRISE detects a derelict satellite floating in space. Worf and Data investigate, and discover three humans in suspended animation.***

***2 Dr. Crusher manages to revive the three humans who were frozen after their deaths. They all suffer from conditions she can cure easily.***

***3 One of the frozen humans, Ralph Offenhouse, is particularly out of place in the 24th century. He is a committed capitalist, and finds the absence of money quite disturbing. He is also unhappy to learn that his former wealth cannot buy him access to the captain.***

***4 Claire Raymond is distressed to find that everyone she knew and loved is dead. She had not planned to put herself in suspended animation, and suspects that it was her husband's decision. Counselor Troi is able to help by finding her descendants on Earth.***

***5 When the ENTERPRISE arrives at the Neutral Zone, a ROMULAN WARBIRD decloaks. The captain tells Picard they are investigating attacks on their outposts.***

***6 The Romulans are here to investigate attacks on their own outposts, but warn Picard that they plan to return to the Galactic political arena.***

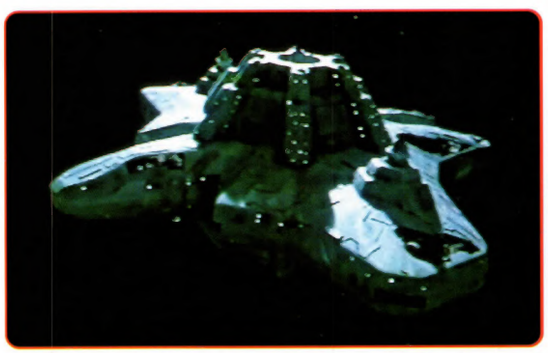
# C continued

**cranial implant** A **Cardassian** device, designed as a method to withstand torture, embedded in the brain of **Obsidian Order** agents. It stimulated the production of endorphins to reduce pain and increase pleasurable emotions. (*Starship Log:* 'The Wire' [DS9]) ***SEE FILES 13, 50, 70***

**Crater, Nancy** Archeologist and wife of **Robert Crater**. Nancy was a former lover of **Dr. Leonard McCoy**, whom she nicknamed 'Plum'. She was killed by the only surviving **M-113 creature**, which then took her form. (*Starship Log:* 'The Man Trap' [TOS]) ***SEE FILES 18, 43, 68***

**Crater, Professor Robert** Archeologist who was studying the extinct civilization on **Planet M-113** when the last known native creature killed his wife, **Nancy**. Crater befriended the creature, but it eventually killed him in 2266. (*Starship Log:* 'The Man Trap' [TOS]) ***SEE FILES 18, 68***

**Cravic Builders** The people of the **Cravic** homeworld who programmed automated personnel units to fight their enemies from **Pralor**. The Cravic were destroyed by their own robots when they attempted to call a truce. (*Starship Log:* 'Prototype' [VOY]) ***SEE FILES 6, 18, 60, 71***



***The Cravic and the Pralor used warships crewed by robots to fight their war. However, when the conflict appeared to be close to an end, the robots killed their masters to protect themselves.***

**Crazy Horse, U.S.S.** An ***Excelsior***-class **Federation** starship, ***NCC-50446***, named for the honored leader of the Native American Lakota Sioux tribe on Earth. The ship was part of a force assembled to respond to an expected **Borg** invasion in 2369. (*Starship Log:* 'Descent', Part I [TNG]) ***SEE FILES 31, 69***

**creamed spinach** A vegetable side dish, prepared by **Benjamin** and **Jake Sisko**, along with blackened redfish and sautéed beets, as part of a meal for **Odo**, **Major Kira** and **Dr. Bashir** in 2371. (*Starship Log:* 'Equilibrium' [DS9]) ***SEE FILE 70***

**Creator** The name that the machine life form ***V'Ger*** used for the National Aeronautics and Space Administration, which built the ***Voyager VI*** probe that ultimately became *V'Ger*. (*Starship Log:* ***Star Trek: The Motion Picture***) ***SEE FILES 42, 72***

***Nancy Crater was an archeologist who died on Planet M-113, where she was killed by the last native inhabitant. The creature then assumed her shape and lived with her husband.***

**credit chip** The primary form of legal tender in the United States during the early 2000s. (*Starship Log:* 'Past Tense', Part I [DS9]) ***SEE FILES 7, 70***

**Creole shrimp with Mandalay sauce** A main course, with a spicy bite to it, that was a favorite recipe of **Benjamin Sisko**'s father, **Joseph.** Ben served the dish when **Jake** brought his girlfriend **Marta** home for dinner. (*Starship Log:* 'The Abandoned' [DS9]) ***SEE FILES 43, 70***

**crepes, Trellian** SEE **Trellian crepes**

**crew manifest** The list of crew members assigned to a given vessel. On a **Starfleet** vessel the manifest also contains pertinent biographical and personal information on each individual. (*Starship Log:* 'Conundrum' [TNG]) ***SEE FILES 19, 69***

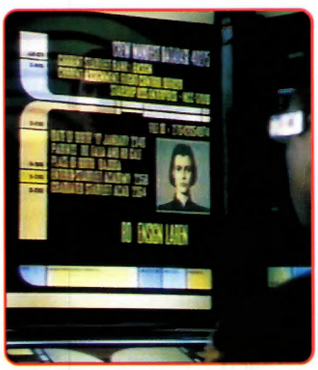
**critical velocity** The speed, approximately warp eight, at which the ***Cochrane*** shuttlecraft's **transwarp drive** was engaged to enable it to cross the warp 10 threshold. (*Starship Log:* 'Threshold' [VOY]) ***SEE FILES 29, 64***

**Crockett, U.S.S.** A **Federation** starship, named for the American frontier settler and political leader killed at the Alamo in 1836. It transported **Admiral Mitsuya** to ***Deep Space Nine*** in 2370. (*Starship Log:* 'Paradise' [DS9]) ***SEE FILES 31, 70***

**Croden** Refugee from the repressive **Rakhar** government who was arrested for robbery and murder on ***Deep Space Nine***. He was eventually released by **Odo** and reunited with his daughter on a distant asteroid. (*Starship Log:* 'Vortex' [DS9]) ***SEE FILE 70***

**Crosis** **Borg** individual captured by the crew of the

cranial implant
Crater, Nancy
Crater, Professor Robert
Cravic Builders
*Crazy Horse, U.S.S.*
creamed spinach
Creator
credit chip
Creole shrimp with Mandalay sauce
crepes, Trellian
crew manifest
critical velocity
Crockett, U.S.S.
Croden
Crosis
crown roast of lamb
Cruses System
Crusher, Dr. Beverly
Crusher, Jack R.
Crusher, Wesley Eugene
cryogenic open heart procedure
cryonetrium
cryonics
cryosatellite
cryostasis
cryostasis chamber
cryotube



***Aboard the U.S.S ENTERPRISE, the crew manifest contains detailed biographical information.***

***Croden was one of the first visitors to DEEP SPACE NINE from the Gamma Quadrant. He owned a necklace which could change shape like Odo.***

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***U.S.S. Enterprise NCC-1701-D*** in 2369. Crosis convinced **Commander Data**, who was under **Lore**'s influence, to free him. They then fled to a planet controlled by a self-aware Borg faction led by Lore. (*Starship Log:* 'Descent', Part I and II [TNG]) ***SEE FILES 15, 69***

***Crosis was one of a group of Borg who developed self-awareness after contact with Hugh. He later became one of Lore's followers.***

## crown roast of lamb

A lavish entree which is one of **Tom Paris**'s favorite dishes. While attempting to escape from the **Akritiri** prison satellite, Paris and **Harry Kim** envisioned eating this and other mouthwatering foods at the real **Chez Sandrine**. (*Starship Log:* 'The Chute' [VOY]) ***SEE FILES 18, 71***

## Cruses System

A celestial system; the last recorded location of the **Tarkanian** diplomat implicated with the **Klingon J'Dan** in the 2367 theft of classified **Federation** documents. (*Starship Log:* 'The Drumhead' [TNG]) ***SEE FILES 3, 69***

## Crusher, Dr. Beverly

Chief medical officer on the ***U.S.S. Enterprise NCC-1701-D*** and ***U.S.S. Enterprise NCC-1701-E***. A former head of **Starfleet Medical**, Dr. Crusher is the mother of **Ensign Wesley Crusher** and widow of **Lieutenant Commander Jack Crusher**. She was born in 2324 and her maiden name is **Beverly Howard**. She was raised by her grandmother, **Felisa Howard**, who played a major part in her decision to become a doctor. She is an accomplished dancer and theatrical director, and one of **Captain Picard**'s closest friends. (*Starship Log:* 'Encounter at Farpoint' [TNG]) ***SEE FILES 25, 43, 69, 78, 79***

***Dr. Beverly Crusher, Chief Medical Officer aboard the U.S.S. ENTERPRISE NCC-1701-D, was particularly proud of her son Wesley, who became an acting ensign in 2364.***

## Crusher, Jack R.

**Starfleet** officer killed in 2354 while serving under his friend **Jean-Luc Picard** on the ***U.S.S. Stargazer***. He was survived by a wife, **Beverly**, and a son, **Wesley**. (*Starship Log:* 'Encounter at Farpoint' [TNG]) ***SEE FILES 31, 43, 69***

***Jack Crusher was introduced to his wife, Beverly, by Walker Keel. After fathering his son, Wesley, he served under Captain Picard and was killed in the line of duty in 2354. When Wes was 10 weeks old, Jack made a holographic message for him.***

## Crusher, Wesley Eugene

The only child of **Starfleet** officers **Beverly** and the late **Jack Crusher**. Wesley spent his teenage years with his mother aboard the ***U.S.S. Enterprise NCC-1701-D***. He demonstrated exceptional intelligence and an aptitude in various technical fields from an early age. On the *Enterprise*, he impressed **Captain Picard** so much that he was given the rank of acting ensign. At 18, he entered **Starfleet Academy**, but three years later he resigned to explore reality with the **Traveler**. Wesley's unusual intelligence and abilities apparently lifted him onto another level of evolution. (*Starship Log:* 'Encounter at Farpoint' [TNG]) ***SEE FILES 25, 43, 69***

## cryogenic open heart procedure

A surgical procedure. In 2267, **Dr. Leonard McCoy** performed the operation on the **Vulcan** ambassador **Sarek** in order to restore an impaired cardiac valve. (*Starship Log:* 'Journey to Babel' [TOS]) ***SEE FILES 43, 45, 65, 68***

## cryonetrium

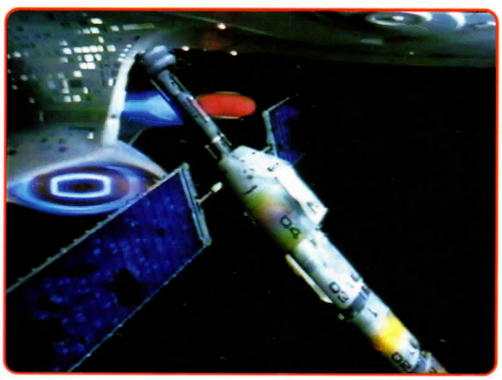
Matter used by the ***U.S.S. Enterprise NCC-1701-D*** engineering crew to counteract **invidium** contamination of the warp drive in 2366. Cryonetrium is gaseous at low temperatures. (*Starship Log:* 'Hollow Pursuits' [TNG]) ***SEE FILES 65, 69***

## cryonics

A 20th-century practice of freezing a humanoid body shortly after death to preserve the living tissue for reanimation at a later date. (*Starship Log:* 'The Neutral Zone' [TNG]) ***SEE FILES 65, 69***

## cryosatellite

Unmanned craft containing 20th century humans preserved in cryonic stasis. In 2364, the ***U.S.S. Enterprise NCC-1701-D*** encountered a functioning cryosatellite with three 'passengers' whom the crew were able to revive and return to Earth. (*Starship Log:* 'The Neutral Zone' [TNG]) ***SEE FILES 31, 65, 69***



***The cryo-satellite found by Data in 2364 contained three bodies from the 20th century who were still capable of being revived. All three had been terminally ill and took part in their century's fad of cryogenic preservation in order to extend their lives.***

## cryostasis

State in which the biological functions of a living body are slowed through the use of extremely low temperatures, thereby keeping the body alive for an indefinite period. Utilized in medical procedures, anatomical preservation and intercelestial transportation. (*Starship Log:* 'Dramatis Personae' [DS9]) ***SEE FILES 65, 70***

## cryostasis chamber

An extremely cold chamber designed to support life forms in a state of suspended animation. Crewmen from the ***U.S.S. Voyager NCC-74656*** discovered several humans in such a chamber on the **Briori** planet in 2371. (*Starship Log:* 'The 37's' [VOY]) ***SEE FILES 65, 71***

## cryotube

An individual compartment, found within a larger chamber, capable of containing a single humanoid life form in **cryostasis**. (*Starship Log:* 'The 37's' [VOY]) ***SEE FILES 65, 71***